

COMPENG 2SH4 Project – Statement of Contribution

Your Group Name Warisha & Zara

Your Name Warisha Noushad

Your Team Member's Name Zara Shahid

You must complete this statement of contribution without discussing it with your project partner, i.e., individually. Your statement should be concise (at most one-and-a-half page). It has three parts:

1. Tell us about your own contribution to the development of your COMPENG 2SH4 project. For example, you can tell us about which project iterations (as mentioned in the project manual) and C++ project classes that you worked on and completed. You can provide a concise answer either in paragraph form or through bullet points.
 - Worked on:
 - Iteration 1A -> Player class
 - Iteration 2A -> Object Array list
 - Snake Death Check
 - Bonus implementation
2. Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.
 - Worked on:
 - Iteration 0
 - Iteration 1B -> GameMechs Class
 - Iteration 2B -> Random food Generation -> Food class
 - Snake Movement
 - Snake Growth
3. Tell us about your experience in your first collaborated software development through this project – what was working and what wasn't. If you are a one-person team, tell us what you think may work better if you had a second collaborator working with you.

It was helpful to have a partner in terms of work distribution but its was painful to go through the constant merging issues so at one point, we just gave up and waited for one person to finish their iteration, then push it so that the other can pull it and work on its copy. Visual studio code gave us a lot of issues in terms of merging, pulling and pushing. We both were confused during the beginning iteration since we weren't used to object-oriented design but after iteration 2, we got the hang of it.